Uniden®

WDECT2385

Wide Band Digital Technology provides the clearest sound and the best privacy.

OWNER'S **MANUAL**

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Welcome

Thank you for purchasing a Uniden Multi-Handset phone. This phone offers four-handset expandability, recordable ringer tones, and customizable handset displays.

Note: Illustrations in this manual are used for explanation purposes. Some illustrations in this manual may differ from the actual unit.

Features

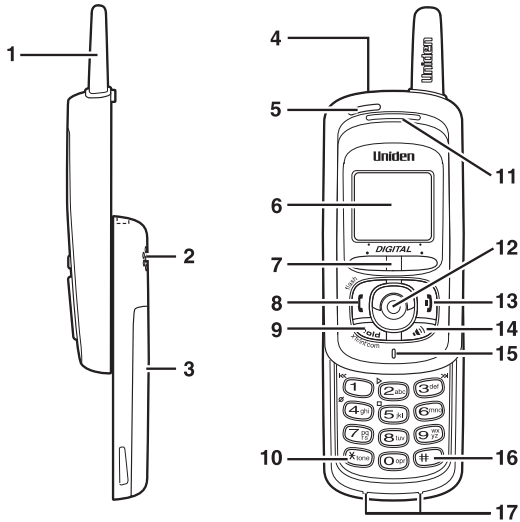
- WIDE BAND DIGITAL TECHNOLOGY
- Integrated Digital Answering Device
- Caller ID*/Call Waiting*
- Backward/Forward Compatibility#
- Hands-Free Speaker phone
- 100 Caller ID* Memories with 100 Memory Phone Book
- Recordable Ringer Tones
- Distinctive Caller ID Options**
- POP ID - Caller Name Identification**
- Animations & Wall Paper Themes
- Text Messaging***
- Reminder/Calendar
- Access Answering Machine using Handset
- Battery Level Indicator
- Direct Link Mode
- Room Monitoring
- Up to 6hrs talk time
- And More!

* Caller ID & Call Waiting only work if you subscribe to the service provided by your local telephone company. There is usually a fee for this service.
** Name Tag (POP ID) and Distinctive Caller ID require the Caller ID subscription to function.
***Requires optional extra handset (WDECT2380 only).
#For updated compatible model see our website; www.uniden.com.au or www.uniden.co.nz

Terminology

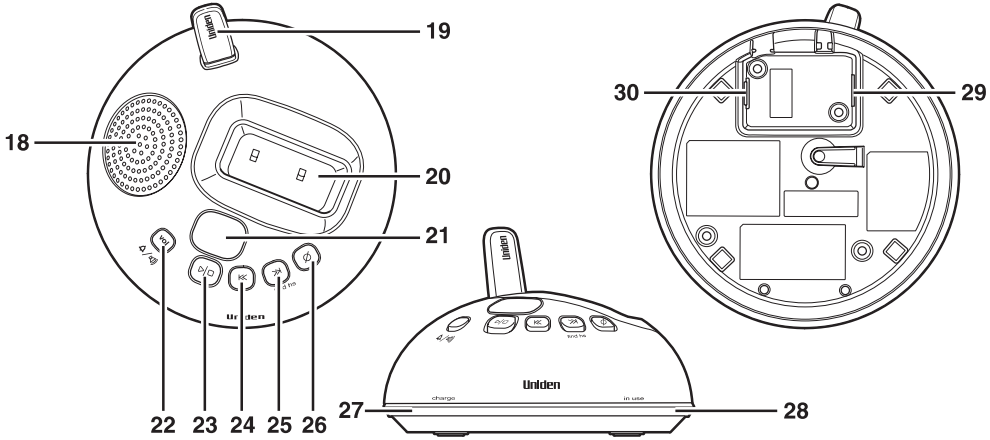
- **Standby Mode** - The handset maybe sitting on or off the cradle, but is NOT in use. (/flash or 🔊 key has not been pressed. No dial tone is present.
- **Talk Mode** - The handset is not in the cradle, and (***/flash*** or 🔊 key has been pressed and enabling a dial tone.

Controls & Functions



1.Handset Antenna
2.Speakerphone Speaker and Ringer
3.Handset Battery Compartment
4.Headset Jack Cover
5.New Message LED
6.LCD Display
7.Soft Menu Keys (P.16)
8.((talk)***/flash*** (P. 32 & 35)
9.***hold/x'fr/int'com*** (Hold/Transfer/Intercom)
(P. 36 & 73)
10. ****/tone*** (P. 41 & 56)
11.handset Earpiece
12.Joystick (Navigates PhoneBook, Caller ID, Redial, Ringer Volumes and Menu Display Options)(p. 17)
13.) (end call)(P. 34)
14. (speaker phone) (P. 34)
15.Handset Microphone
16.**#** (P. 56)
17.Handset Charging Contacts

Remote Answering Machine Operation



18. Base Speaker
19. Base antenna
20. Base Charge Contacts
21. Message Counter
22. **vol** (volume)/🔔 (ring)/ 🔊 (speaker) (p.38)
23. ▷/□ (play/stop) (p.63)
24. ⏮ (repeat)(p.63)
25. ***find hs*** (Find Lost Handset/ Pager)/⏭ (skip) (p.43 & 63)
26. ∅ (delete)(p.63)
27. Handset Charge LED
28. Handset In Use LED
29. TEL LINE Jack
30. DC IN 9V Jack

note

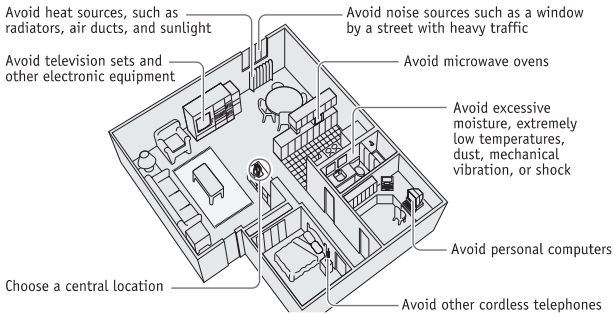
If your home has specially wired alarm equipment connected to phone line, be sure that installing the system does not disable your alarm equipment.

If you have questions about what will disable alarm equipment, contact your telephone company or a qualified installer.

Setting up the Phone

Choose the best location

When choosing a location for your new phone, here are some important guidelines you should consider:

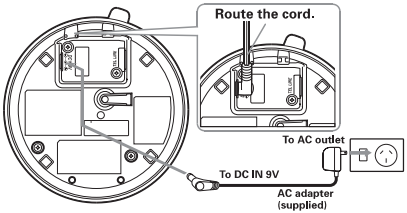


- The location should be close to both a phone jack and a continuous power outlet (one which is not connected to a switch).
- The base and handset should be kept away from sources of electrical noise such as motors, Microwave ovens, and fluorescent lighting.
- For better reception, place the base as high as possible.
- The base should be placed in an open area for optimum range and reception.

Connect the base unit and charge the handset

1) Connect the AC adapter to the **DC IN 9V** jack and to a standard AC wall outlet.

2) Place the handset in the base unit with the keypad facing forward.

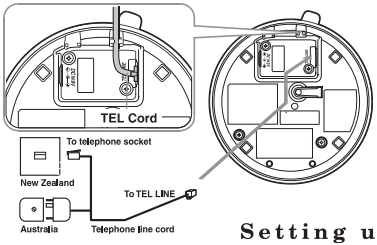


NOTE: The rechargeable battery is already installed in your phone.

3) Make sure that the **charge** LED illuminates. If the LED does not illuminate, check to see that the AC adapter is plugged in and the handset makes good contact with the base charging contacts.

4) Charge your handset at least **15-20 hours before plugging into the phone line**.

5) Once the handset battery pack is fully charged, connect the telephone line cords to the **TEL LINE** jack and to a telephone outlets.



note

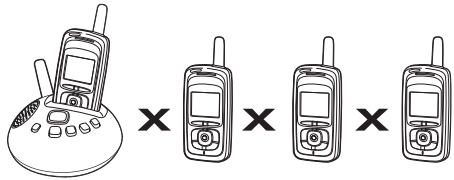
- **Use only the supplied AAD 255 AC adapter. Do not use any other AC adapter.**
- Do not place the power cord where it creates a trip hazard or where it could become chafed and create a fire or electrical hazard.
- Don't place the base in direct sunlight or subject it to high temperatures. The battery may not charge properly.

tip

If your telephone outlet isn't modular, contact your telephone company for assistance.

Expanding Your Phone

Four Handset Expandability



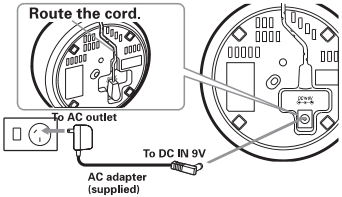
Your phone can support a total of four handsets. Expansion handsets do not need to be connected to a phone jack. Expansion handsets allow you to use additional features such as DirectLink Mode and three-way conference calling. Expansion handsets need to be registered to the base before they will operate.

Backwards/Forwards Compatibility

Your phone is compatible with other Uniden WDECT Digital Expandable Handsets. This includes the WDECT2380 and WDECT2305 models. Visit our website for updated model listings.
www.uniden.com.au www.uniden.co.nz

Connect the expansion handset's charger

The handset is powered by a rechargeable battery pack. The battery recharges automatically when the handset is placed in the charger.



1) Connect the AC adapter to the DC IN 9V jack and to a standard AC wall outlet.
2) Set the charger on a desk or tabletop, and place the handset in the charger with the keypad facing forward.
3) Make sure that the **charge** LED illuminates.
   If the LED does not illuminate, check to see that the AC adapter is plugged in and the handset makes good contact with the base charging contacts.
4) Charge the handset battery pack for at least 15-20 hours before using your new cordless telephone for the first time.

note

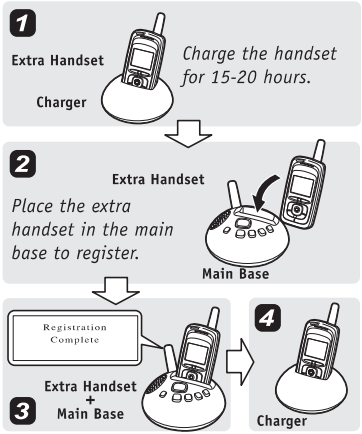
Use only the supplied adapter.
Do not use any other AC adapter.

Register the Handset

Handsets supplied with the phone are registered to the base by the factory. When charged, pre-registered handsets display a handset ID number. Handsets that have not been registered display *Models vary! Charge handset on the base for registration or refer to Owner's Manual.* When you register an extra handset to the base, the handset ID will be assigned. Only one handset can be registered at a time.

Register the **WDECT2380** expansion handset to main base

1) Before registering the extra handset, the battery pack MUST be charged for 15-20 hours.
2) Place the extra handset in the main base unit to begin registration.
3) While the handset is registering, **Handset Registering** will appear in the LCD. When **Registration Complete** is displayed, the handset has been registered to the base. If **Registration Failed** appears, please try these steps again.



note

Your phone maybe compatible with other Uniden Digital Expandable Systems. Look for the technology icon on our boxes or visit our website for a list of compatible models.

Register the **WDECT2305** Backward/Forward Compatible Handsets to main base

1) Press and hold the ***Registration*** button on the back of the base.
2) Keep pressing the Registration button on the base until all LEDs on main base start to blink.
3) On the handset, press and hold # until you hear beep.

Changing the Digital Security Code

The digital security code is an identification code used to connect the handset and the base unit. Normally, setting the code is not necessary. In the rare situation that you suspect another cordless telephone is using the same security code, you can change the code. To change the digital security code:

1. Perform the "System Reset" options ("De-register the Handset" and "Replacing the Base Setting") for all the handsets you have (see page 83).
2. Re-register each handset by following the steps on page 11.

Installing the Holster

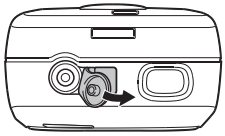
- Line up the groove on the back of the handset with the groove on the holster. It fits in the holster only one way.
- Slide the phone into the holster.
- Use the spring clip to attach the holster to your belt or pocket.

note

You must remove the holster to charge the handset.

Optional Headset Installation

Your phone may be used with an optional headset. To use this feature, insert the headset plug into the headset jack. Your phone is ready for hands-free conversations. (Visit our website for information on accessories. www.uniden.com.au, www.uniden.co.nz.)



Using the Interface

Display Icons

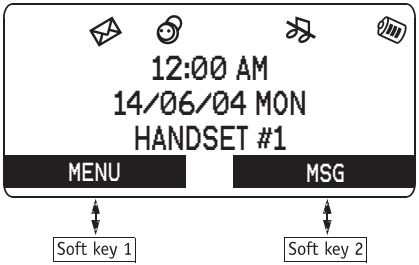
ICON	DESCRIPTION
	Battery icons indicate the handset battery status. This icon cycles depending on the battery status (full, medium, low, and empty).
	Ringer off icon indicates that ringer is turned off.
	Keypad lock icon appears when the keypad is locked.
	Text message icon appear when you have new text messages.
	Mute icon appears when you mute the handset.
	Speaker icon appears when the handset speaker phone is used.
	Booster icon appears when the Clarity Booster feature is in use.
	Privacy icon appears when the Privacy Mode is turned on.
	Call record icon appears while recording a conversation.

Soft Key Function

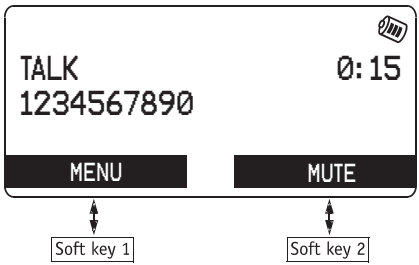
"Soft" keys are keys that change function during the operation of the phone. There are two soft keys on the handset.

The function of each soft key is determined by the text that appears directly above it. For example, when the handset is in standby mode, pressing soft key 2 access the answering machine remotely. When the handset is in talk mode, pressing soft key 2 will mute the call. Complete information on the features controlled by the soft keys can be found under each feature.

In standby mode

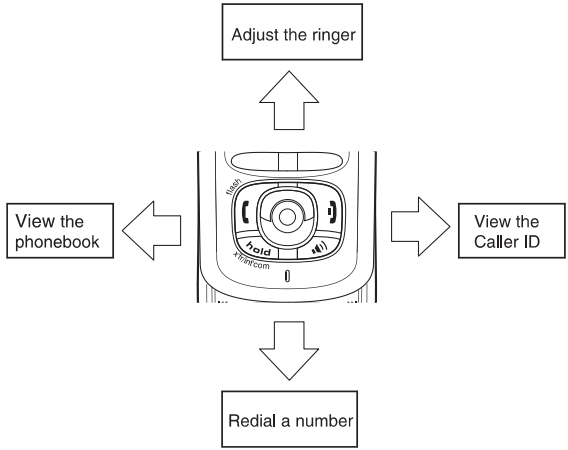


In talk mode

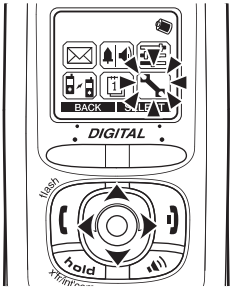


Using the joystick

The joystick makes it easy to use your phone. The four most commonly used functions are accessible just by moving the joystick:



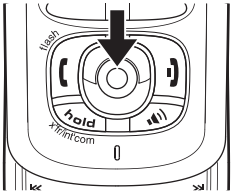
You will also use the joystick to make menu selections.



Highlight the option you want by moving the joystick up, down, right, or left. This will move the cursor; the option currently highlighted appears in reversed out text:

1) Press the center of the joystick.
2) Select the **MENU** soft Keys.

To exit the **MENU** and return to standby, press the key.



Select the highlighted option by pressing in on the center of the joystick. (You can also press the **OK** soft key.) Anytime the display prompts you to press **OK** or the **ENTER** soft key, you can press the center of the joystick.

You can go back to the previous menu at any time by pressing the **BACK** soft key.

Entering text

You can use the number keypad on your phone to enter text by referring to the letters printed on each number key. When you press the number key in a text entry field, the phone displays the first letter printed on the number key. Press the number key twice to display the second letter and three times to display the third. Capital letters are displayed first, then lower case letters, then the number on the key.

keys	Number of times key is pressed								
	1	2	3	4	5	6	7	8	9
1	1								
2 abc	A	B	C	a	b	c	2		
3 def	D	E	F	d	e	f	3		
4 ghi	G	H	I	g	h	i	4		
5 jkl	J	K	L	j	k	l	5		
6 mno	M	N	O	m	n	o	6		
7 pqrs	P	Q	R	S	p	q	r	s	7
8 tuv	T	U	V	t	u	v	8		
9 wxyz	W	X	Y	Z	w	x	y	z	9
0 oper	&	(	)	<	>	/	(blank)	–	_
	.	,	=	?	!	@	'	"	*
	#	0							

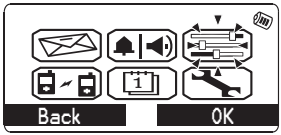
If two letters in a row use the same number key, enter the first letter, then use the joystick to move the cursor to the next position to enter the second letter. For example, to enter Movies:

1) Press 6 once to enter M.
2) Use the joystick to move the cursor to the right.
3) Press 6 six times to enter o.
4) Press 8 six times to enter v.
5) Press 4 six times to enter i.
6) Press 3 five times to enter e.
7) Press 7 eight times to enter s.
8) Press the center of the joystick to end your text entry.

If you make a mistake while entering a name, use the joystick to move the cursor to the incorrect character. Press the **DELETE** soft key to erase the incorrect character, and then enter the correct character. To delete all characters in the text entry field, press and hold the **DELETE** soft key.

Main Menu Options

Your phone has six main menu options: **Text Message, Volume Setting, Customize Handset, Link Handsets, Reminder/Calendar,** and **System Setup**.

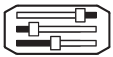


Text Message

Link Handsets

Volume Setting

Reminder/Calendar


Customize Handset

System Setup

If you do not press a key within 30 seconds, the phone will time out and exit the menu mode. When setting Day and Time, the time-out period is extended to two minutes.

Handset Setup

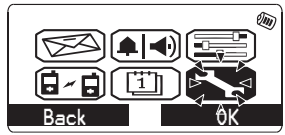
Distinctive ID

AutoTalk

Setup Menu

Handset Setup

The following submenu options must be set separately for each handset.



Distinctive ID

You can assign special ringer tones to anyone in your phonebook. When your phone gets a call, it looks up the Caller ID information in your phonebook; if you've assigned a distinctive ringer to that number, the phone uses it so you know who's calling.

To turn on distinctive ringing, go to **Distinctive ID** and select **On**. A confirmation tone tells you that distinctive ringing is active.

AutoTalk

AutoTalk, lets you answer the phone just by picking it up from the cradle. To turn on AutoTalk, go to **AutoTalk** and select **On**. A confirmation tone tells you that AutoTalk is active.

Anykey Answer

AnyKey Answer lets you answer the phone by pressing any key on the number pad. To turn on AnyKey Answer, go to Anykey Answer and select On. A confirmation tone tells you that AnyKey Answer is active.

Key Touch Tone

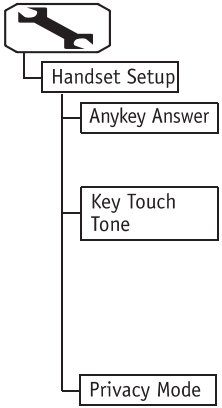
Key Touch Tone is the tone your keypad makes when keys are pressed.

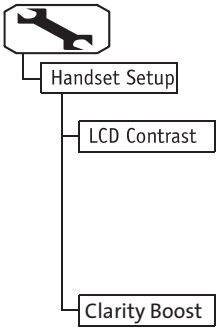
To turn off the tone, go to Key Touch Tone and select Off. A confirmation tone tells you that the tone has been deactivated.

Privacy Mode

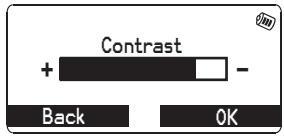
If you have other registered handsets and you don't want them to interrupt you on a call, you can turn on privacy mode. As long as your handset is in privacy mode, other handsets won't be able to join your call or make any calls of their own.

To turn on privacy mode, go to Privacy and select On. You can turn on privacy mode when the phone is in standby or when you're already on a call.





LCD Contrast



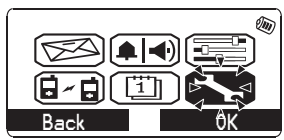
You can change the contrast of your handset display to make it easier to read. You might want to adjust the contrast whenever you change the display color. Your phone gives you 10 levels of contrast to choose from. To adjust the contrast, go to **Contrast** . Move the joystick up to increase the contrast and down to decrease the contrast. When you like the level of contrast, press the center of joystick to select it.

Clarity Boost

If using the phone where there is interference you can set this setting on to improve operation.

To turn on clarity boost, go to Clarity Boost and select On. You can turn on clarity boost when the phone is in standby or when you're already on a call.

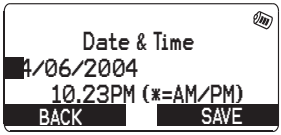
Global Setup



Global settings apply to all registered handsets and the base. If you change something under the global menu, you change it for all handsets. Only one handset can change global settings at a time, and you have to make sure the phone is not currently being used.

Day and Time

To change the date and time shown in the display, go to **Date & Time** . Move the joystick right and left to highlight the part you want to change (date, time, AM/PM). Use the number keypad or * to change each part. Press the center of the joystick when you're finished.



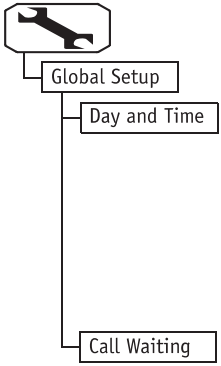
Call Waiting

Your phone supports Caller ID on Call Waiting, so you can see the name and number of someone who calls when you're already on the line.

You'll need to subscribe to these features with your phone company before you can use them.

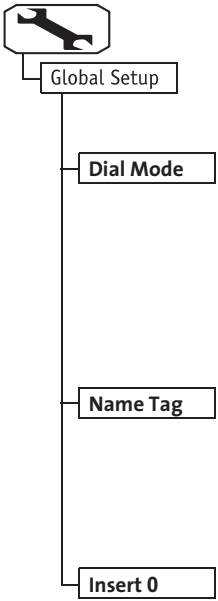
To let your phone support these features, go to **Call Waiting** . Select **On**.

A confirmation tone tells you that your phone is ready to use these features.



note

For setting Day and Time, if no key is pressed for two minutes, the phone will exit the menu mode.



Dial Mode (Australia Only)

Your phone can communicate with the telephone network in two different ways: tone dialing and pulse dialing. These days, most phone networks use a method called tone dialing, so your phone comes programmed for tone dialing.
If your phone company uses `pulse` dialing, you'll need to change your phone's dial mode. There's an easy way to tell: try making a call. If your call connects, your phone's setting is fine. If not, go to `DialMode` and select `Pulse`. A confirmation tone tells you you've changed the dial mode, and you can try making a call again.

Name Tag (POP ID)

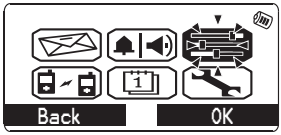
If you subscribe to a Caller ID service your phone can display the stored name with the Caller ID telephone number, if the displayed (Default is on) Caller ID telephone number is exactly the same as a number stored in the phone book (see page 46).

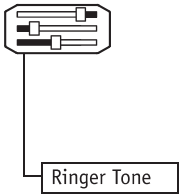
Insert 0

This feature adds '0' or '00' to the number, when you receive Caller ID messages (see page 46). The default setting for New Zealand is On. The default setting for Australia is Off.

Customize Handset

This menu lets you customize your handset. You can set these options separately for each handset.



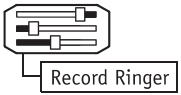


Ringer Tone

You can set a different ringer for each handset. This phone comes with 10 prerecorded songs and 10 different ringer tones; you can also record your own ringer tones (see page 27).

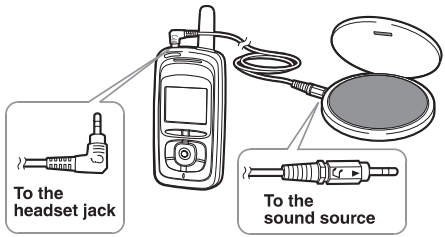
- Songs: Beethoven's Symphony #9 [Beethoven9], Fur Elise [Elise], We Wish You A Merry Christmas [Merry Christmas], Home Sweet Home [Home Sweet Home], Lorri Song #6 [Lorri Song], When the Irish Eyes Are Smiling [Irish Eyes], Aura Lee, Let Me Call You Sweet Heart [Sweetheart], Waltzing Matilda [W Matilda], Old MacDonald [Old MacDonald]
- Ringer tones: Flicker, Clatter, Soft Alert, Wake Up, Light Bug, Beep Boop, Tone Board, Chip Chop, Party Clap, Reminder

1) Go to **Ringer Tones** and highlight the ringer you want. (Each ringer will sound as you highlight it.)
2) Press the center of the joystick to select the ringer. You'll hear a confirmation tone, and the phone will go back to the menu.

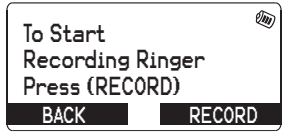


Customize Your Own Distinctive Ringer Tones

Your phone can store up to 20 different recordings to use as ringer tones (a total of 3 minutes, 15 seconds). Each recording must be between 5 and 60 seconds long.



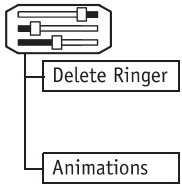
1) Connect the audio recording cable to the handset and sound source (e.g.stereo or cd player). Insert one end of the audio recording cable into the handset's headset jack and the other end into the sound source.
   You can also simply use the handset's microphone by holding the handset close to the sound source.



2) Go to Record Ringer.
3) To start recording, press the **RECORD** soft key. The message counter displays 60 and then begins to count down.
4) When you are finished recording, press the **STOP** soft key. The phone will play the recorded ringer.
5) To store the ringer, press the Joystick or the **SAVE** soft key.
6) Enter the title of this ringer.
7) Press the center of the joystick key.

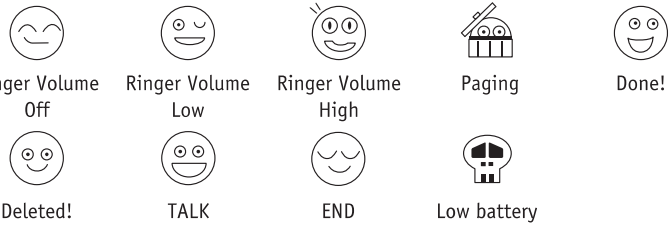
Delete Ringer

To delete a ringer tone, go to **Delete Ringer** and simply select the ringer you want to delete. Select **Yes**. The ringer is deleted from the list, and the phone stays on the ringer list.

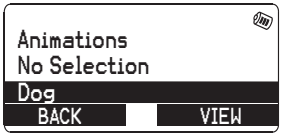


Animations

Your phone has 5 different system animations (Dog, Face, Car, Frog and Abstract) with 9 different animation schemes (example is for Face):



To turn on the animation, go to **Animations** and highlight the animation you want. Press the **VIEW** soft key to see the animation or the **OK** soft key to activate it.



Themes (wallpaper)

Your phone has 22 different wall papers themes (including digital and analog clocks). The wall paper will displays on the handset's LCD during standby mode:

Abstract Frame

Cruisin

Cycling

Gone Shopping

Guitar

Happy B_Day

Jogger

New York

Ollie

Pagoda

Puppy Dog

Roxie

Sail Boat

Smiley Face

Soccer

Stiletto

Tunes

Uniden Logo

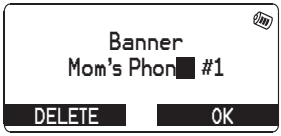
Vacation

Work Related

To turn on the wallpaper, go to **Themes** and highlight the wallpaper you want. Press the **VIEW** soft key to see the wallpaper or the **SELECT** soft key to activate it.

Banner

You can change the name your phone displays on the screen. If you have more than one handset, you can use the banner name to identify your handset during handset-to-handset functions like text messaging, intercom and DirectLink.



Go to **Banner** and enter the name you want to use. You can use up to 10 characters. Use the **DELETE** soft key to delete an existing handset name. Press the center of your joystick when you're finished.

Keypad Lock

You can lock your keypad so you don't press any keys accidentally. You can still answer calls.

To lock your keypad, go to **Keypad Lock** and select **Lock**. You'll hear a confirmation tone, and your keypad is locked.

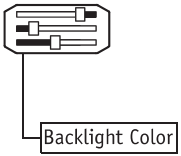
To unlock the keypad temporarily, press any key on the upper part of the handset. **Keypad Locked! To unlock keypad press * key** appears. Press tone/* in **5** seconds. **Keypad unlocked! Auto Lock Enable** appears.

Banner

Keypad Lock

note

The number keypad will not be locked.



To release the keypad lock, press any key on the upper part of the handset. While the display appears, press the # key. Keypad Lock OFF appears.

Backlight Color

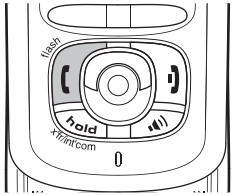
You can change the color of your phone's backlighting. There are 7 different colors choose from: Ocean, Kiwi, Sunset, Violet, Sunflower, Sky, and Polar Ice.

To change the color of the display's backlight, go to Backlight Color and select the color you want. As you scroll through the options, the phone displays the highlighted color for you.

Using Your Phone

Making Calls

1) Remove the handset from the charging cradle.
2) Slide the keypad open.
3) Press **(/*flash***.
4) Listen for the dial tone.
5) Dial the number.



OR

1) Remove the handset from the charging cradle.
2) Slide the keypad open.
3) Dial the number.
   If you need the phone to pause before dialing more digits (for example, to enter an access code or extension), press the **PAUSE** soft key. P appears in the display, which represents a 2-second pause.
4) Press **(/*flash***.

note

If the line is already in use, all registered handsets that are not currently in use will display " Line in Use ."

note

- For best performance, use the speaker phone in a quiet room and let the caller finish speaking before you speak. If you or the other party has difficulty hearing, adjust the speaker volume.
- To set "Autotalk," see page 21 or to set "Anykey Answer" see page 22.

From the Handset Speakerphone

1) Remove the handset from the charging cradle.
2) Slide the keypad open.
3) Press (Speaker Phone).
4) Listen for the dial tone.
5) Dial the number.
6) When the other party answers, talk into the microphone in the middle of the handset.

Receiving a call/AutoTalk set to OFF

Handset is in the cradle	Handset is off the cradle
1) Remove the handset from the charging cradle. 2) Press ***(/flash***. If AutoTalk is ON, the phone will automatically answer the call when you pick the handset up.	Press ***(/flash***. If Any Key Answer is set to On, you can also press any number key on the keypad to answer a call.

Hanging Up

Press) or return the handset to the charging cradle.

Switching to the Handset Speakerphone During a Call

To switch a normal call to the speakerphone, press (speaker phone) on the handset. To switch from a speakerphone call to a normal call, press (speaker phone).

Moving out of range

If you move your handset farther from the base unit during a call, you might start to hear more noise than usual. If you go too far from the base, you'll hear a beep and see No Signal Press Help on the display. The base will stay connected to the caller for another 30 seconds, so you can move back within range and press ***(/flash*** or (speaker phone) to return to the call.

note

- You must subscribe through your local telephone company to receive Call Waiting or Caller ID on call waiting service.
- Your phone can't show call waiting caller ID information when a call is on hold.
- Call Waiting on Caller ID currently not available in NZ.

Call Waiting

If you have Call Waiting service and a call waiting tone sounds during a call:

AUSTRALIA:
Press **(/*flash*** , then 2 to switch between callers.

NEW ZEALAND:
Press **(/*flash*** to switch between callers.

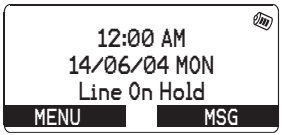
Caller ID on Call Waiting (Australia Only)

If you subscribe to Caller ID on Call Waiting then when the Call Waiting Tone is heard during a call the 2nd caller's number will appear on the display (see page 55 for Caller ID Features).

If you wish to speak to the 2nd caller;
Press **(/*flash*** then 2 to switch between callers.

Placing a Call on Hold

During a call, press ***hold/X'fr/ int'com*** to put the call on hold. Press ***(/flash*** or 🔊 to go back to the call.



If you leave the call on hold for 10 seconds, the display will change to read Line on Hold. After 5 minutes, the call is disconnected.

Conferencing

If you have more than one handset, two handsets can talk to the outside caller at the same time in a conference call. Once a call is in progress, press ***(/flash*** or 🔊 to join the call. To hang up, press 📴 or put the handset back in the cradle. The other handset will still be connected after you hang up.

If the other handset is in privacy mode, you won't be able to join the call.

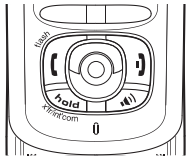
note

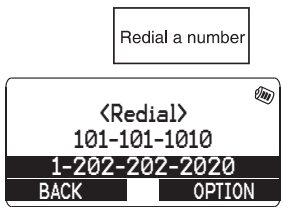
- Each redial record can store up to 32 digits, but your phone only displays the first 15 digits. Digits between 16 and 32 are still there, just not displayed.
- To store redial numbers in the Phonebook, see page 51.

Redialing Calls

You can quickly redial the last ten phone numbers that were dialed from this handset.

With the phone in standby mode, slide the joystick down. This brings up the redial list. Use the joystick to scroll through the numbers, and select the number you want to dial. Press **(/*flash*** to dial the selected number.





Deleting Redial Records

If you want to delete a phone number from the redial list, go to the redial list and select the number you want to delete. Press the **OPTION** soft Key, and select `Delete Number` and then `Yes`. If you want to delete all the redial records, select `Delete all` and then `Yes`.

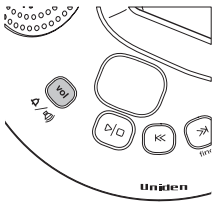
Adjusting the Ringer, Earpiece and Speaker

Adjusting the base ringer volume

You can choose from four ringer settings on the base: off, low, medium, and high. When the phone is in standby mode, press ***vol*** to cycle through the ringer volume setting. The base plays each volume for you.

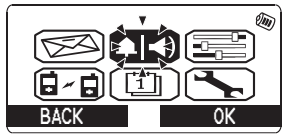
Adjusting the base speaker volume

You can adjust the volume of the answering machine speaker while a message is playing. Press ***vol*** during a message to adjust the speaker volume.



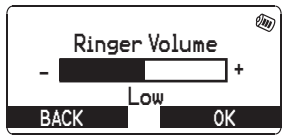
Using the Handset Volume Setting Menu

You can adjust the handset audio from Volume Setting menu.



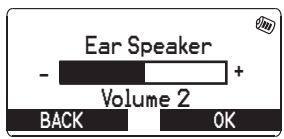
Ringer: Adjust the handset ringer volume

You can choose from three different ringer volume settings on your handset: off, low, and high. To adjust the ringer volume, go to **Ringer** and select the ringer option you want to use.



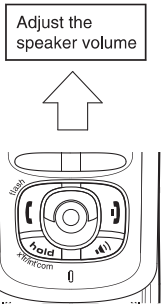
Ear speaker: Adjust the handset earpiece volume

You can choose from four volume levels for the earpiece speaker. To adjust the earpiece volume, go to **Ear Speaker** and select the volume level you want to use.



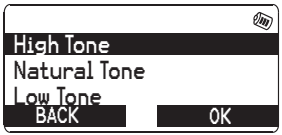
You can also adjust the earpiece volume during a call by sliding the joystick up, and then up (to make it louder) or down (to make it softer).

Speaker: Adjust the handset speaker volume
You can choose from six volume levels for the handset speakerphone. To adjust the speaker volume, go to **Speaker** and select the volume level you want to use.



You can also adjust the handset speaker volume during a call by sliding the joystick up, and then (to make it louder) or down (to make it softer).

Audio Tone
If you aren't satisfied with the audio quality of your phone, you can adjust the Audio Tone of the earpiece. Your phone gives you three audio tone options: low, mid, or high. Go to **Audio Tone** and select the option that sounds best to you.



(Audio tone adjustments only apply to the earpiece, not the speakerphone.)

note

You can only mute the handset ringer if the handset is off the base when the phone starts ringing.

Mute the Handset and Base Ringer

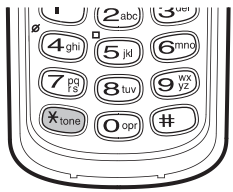
While the handset is ringing, you can mute the ringer for this call by pressing the **MUTE** soft key. To mute the base ringer press ▷/□ on the base. The phone will ring again on the next call.

Mute the Handset Microphone

When you're on the phone, you can press the **Mute** soft key to turn off the microphone so the caller can't hear you. The display shows Mute On and 🎙 while the microphone is muted. To turn off muting, press the **Mute** soft key again.

Tone Dialing Switch-over

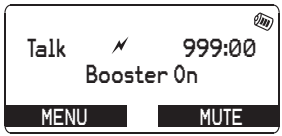
If your telephone company uses pulse dialing, you can switch-over to tone dialing after the call connects. This feature is useful when you need tone dialing to use any automated menu systems, such as telephone bank tellers, telephone prescription refills, customer support menus, etc.



If your phone is set to pulse dialing mode, make your call normally. Once your call connects, press the ***/tone*** key. Any digits you enter from then on will be sent as tone digits. When this particular call ends, the phone automatically returns to pulse dialing mode.

Clarity Booster

If you have interference while you are on your phone, you can improve the sound quality by turning on the clarity booster.



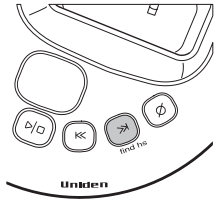
While you are on a call, press the center of the joystick and then select **Clarity Boost. Boost On** and ↗ appear on the display. To turn off the Clarity Booster, repeat above steps again.

note

If the battery pack is completely drained, the handset will not beep.

Find Handset

To locate the handset, press ***find hs/***⏭ on the base when the phone is in standby mode. All registered handsets beep for 60 seconds, and **Paging** appears on the handset display. To cancel paging, press any key on the handset or ***find hs/***⏭ on the base.

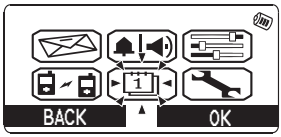


Calendar & Scheduler

note

Date & Time must be set to access Calender menu option. To set Date & Time, scroll to Global Setup options.

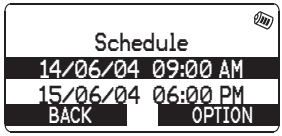
Your phone has a built-in calendar that you can use to schedule reminders and appointments (all the way through December 31, 2023). You can set alarms for up to 30 different events;



Select the Reminder/Calender option to view the calendar. Use the joystick to scroll through the calendar.

Scheduling a reminder

Go to the Calendar Press the **SKDL** soft key to show all scheduled reminders, and select a reminder. Press the **OPTION** soft key. Select New Entry.



1) Press the center of the joystick.
2) Use the number keypad or * to select the date and time of this reminder. Press the center of the joystick when you're finished.

note

- Before using this feature you must set date and time (see page 24).

3) If you want your phone to ring when this reminder occurs, move to the second line. Select the ringer tone you want the phone to ring.
4) Press the center of the joystick.
5) Select third line to enter a name or reminder text for this reminder. Edit Schedule appears. You can enter up to 32 characters. Press the center of the joystick when you're finished.
6) When everything is correct, press the **DONE** soft key.

Editing and deleting reminders

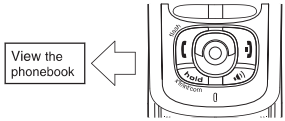
You can edit reminders by pressing the **SKDL** soft key and selecting the reminder by pressing the center of the joystick. Once the reminders is selected, you can edit the date, time, reminder tone, and text the same way you entered them for a new entry.

To delete an reminders, select the reminder and press the **OPTION** soft key. Select Delete Entry . To delete all reminders, select Delete All.

Using the Phonebook

Your phone lets you store up to 100 entries in each handset. You can store up to 4 phone numbers for each name in your phonebook (for a total of 400 numbers), and you assign names to groups for easy searching. You can also store a special ringer tone, display, and color to each name or group.
You can store a distinctive ringer tone, picture display, and backlight color to your name or group.

You can enter your phonebook by sliding the joystick to the left.



Creating and Editing Phonebook Entries

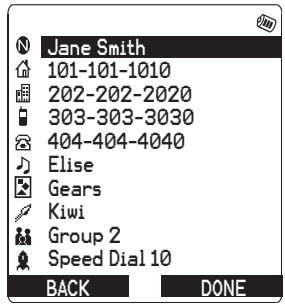
Go to the phonebook and press the **OPTION** soft key. Select **New Entry**. Enter as much of the following information as you want. Press the center of the joystick to enter each entry and confirm the selection. When you're finished, press the **DONE** soft key to save this phonebook entry.

note

- Name Tag and Distinctive Ringer Tone features requires the Caller ID service provided by your network supplier to function.
- Each handset has a total of 100 locations that can be used for the phonebook and Caller ID messages.

Step 1: Name

Select and use the keypad to enter the name for this entry. You can enter up to 16 characters. If you don't want to enter a name, your phone will store this entry as <No Name>. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.



Step 2: Number

Select and enter a phone number for this entry. If you need your phone to pause between digits when it's dialing (for example, to enter an extension or an access code), press the **PAUSE** soft key to insert a two-second pause. You'll see a P in the display. You can stack more than one pause together if two seconds isn't long enough. Each pause counts as one digit; you can enter up to 20 digits for the phone number. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.

After you enter the number, press the center of the joystick. You can select an icon to remind you which number this is: home ⌂, work 🏢, mobile 📱, or general phone number ☎. Press the center of the joystick when you're finished.

Step 3: Unique Ring ♫

Select ♫ to attach a special ring to this phone. Select the ringer tone you want the phone to use when this person calls, or select No Selection to have the phone use its regular ringer tone. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.

You can save up to 4 numbers for each phonebook entry. If you try to save more than 4 numbers for a phonebook entry, your phone will display Dial data is full. You'll have to delete one of the existing numbers before you add a new one.

note

You can also choice the display from the themes.

Step 4: Unique Display

Select to attach a special screen display to this entry. Select the display you want the phone to use when this person calls, or select No Selection to have the phone use its regular display. You can press the **VIEW** soft key to see the display choices:

Lava lamp

Fireworks

Race Car

Ollie

Roxie

Good Doggy

Sail Boat

Abstract Geo

Gears

Flutter

Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.

Step 5: Unique Color

Select to attach a special screen color to this entry. Select the color you want the phone to use when this person calls, or select No Selection to have the phone use its regular color. As you scroll through the list, you will see the color choices. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.

Step 6: Phonebook Group

Select to place this entry into a phonebook group. Select the group (0-9) you want this entry to belong to, or select No Selection to leave the entry outside of any group. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry. See page 54 for information on creating and editing groups. To select a group, see page 54.

Step 7: Speed Dial

Select ***0-9*** to save this number to one of the 10 speed dial numbers or No Selection if you don't want to save it to a speed dial number. If there's already a phone number saved to the speed dial number you select, your phone will ask if you want to overwrite the number. Press the center of the joystick when you're finished, and your phone will go back to the current phonebook entry.

Storing Caller ID or Redial Numbers in the Phonebook

You can store Caller ID or redial numbers in your phonebook so you can use them later. Go to the Caller ID list or redial list and select the number you want to store. (If the Caller ID information didn't include the number, then you can't store it.) Press the **OPTION** soft key and select Add to Phonebook . Your phone will create a phonebook entry so you can enter the additional information shown on page 46.
If the number you want to save is already in the phonebook, your phone will display This data is already stored! .

Managing the Phonebook

With the **OPTION** soft key, you can delete phonebook entries, copy entries to another handset, check how many empty phonebook and speed dial entries you have available, sort your phonebook by groups, and name phonebook groups.

Deleting phonebook entries

Go to the phonebook and select the entry you want to delete. Press the **OPTION** soft key and select Delete Entry . Your phone will ask you to confirm select Yes .

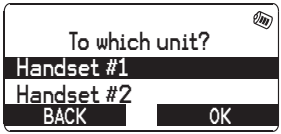
To delete all the entries from your phonebook, go to the phonebook and press the **OPTION** soft key without selecting an entry. Select **Delete All** . Your phone will ask you to confirm select **Yes**.

Copying phonebook entries to another handset

When you copy entries to another handset, the group and speed dial information won't be transferred. You phone will cancel the copying process if any one of the following things occurs:

-- If the handset you are copying to doesn't have enough memory (the phone will show "Not enough memory in receiving unit").
-- If the handset you are copying to already has that phone number in its phonebook.
-- A call comes in during the copying process.

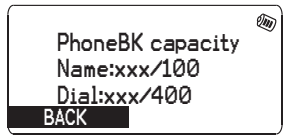
To copy a single entry, go to the Phonebook and select the entry you want to copy. Press the **OPTION** soft key and select **Copy Entry** . Select the handset you want to copy to the entry to.



To copy all the phonebook entries, go to the phonebook and press the **OPTION** soft key without selecting an entry. Select Copy All . Select the handset you want to copy to the entry to.

Checking the number of stored entries

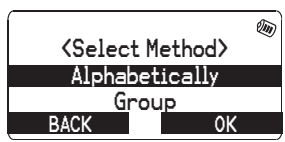
To see how many phonebook entries you have, go to the phonebook and press the **OPTION** soft key and select PhoneBK capacity . The phone will show you how many stored names (entries) and how many stored phone numbers (total) you have.



To see your speed dial entries, go to the phonebook and press the **OPTION** key and select Check Dials. The phone will show you which speed dial numbers have phone numbers stored in them.

Changing the sorting order

To change the sorting of your phonebook, go to the phonebook and press the **OPTION** soft key and select Sort. Select Alphabetically to see the list of names in alphabetical order; select Group to see the list of groups



in alphabetical order. Enter a letter from the keypad to jump to the first entry beginning with that letter.

Naming phonebook groups

Your phone comes with 10 groups to organize your phonebook. You can name groups things like "Family" or "Friends" or "Softball team." This will let you find entries in your phonebook more quickly.

To name a group, go to the phonebook and press the **OPTION** soft key and select **Edit Group Name**. Select the group number (***0-9***) you want to edit, and enter the name you want for this group using the number keypad. Press the center of the joystick when you're finished.

Making Calls with the Phonebook

To call someone in your phonebook, go to the phonebook and select that person's phonebook entry. Select the number (one of the four available) that you want to call, and press ***(/flash***.

Using the Speed Dial

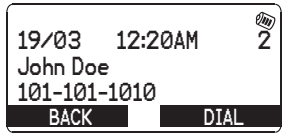
Slide open the keypad. Press and hold the number of the speed dial entry you want to call until the phone number appears on the display. Press ***(/flash***.

note

- Call Waiting on Caller ID (Type 2 Caller ID) is currently unavailable in New Zealand.

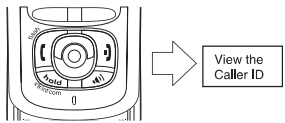
Caller ID Features

If you subscribe to Caller ID from your phone company, your phone will show you the caller's phone number and name (if available) whenever a call comes in:



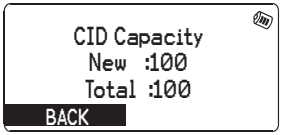
If you subscribe to both Call Waiting and Caller ID the phone also show you the name and number of call waiting calls (that is, calls that come in while you're on the line.)

Using the Caller ID List



Your phone can store up to 100 Caller ID numbers. To see the Caller ID list, slide the joystick to the right. The phone will show the Caller ID list; only the first 13 characters of the name are displayed. You can use the joystick to scroll through the list, or you enter a letter with the keypad to jump to the first caller ID name that starts with that letter. If anyone in your phonebook has called you, the icon assigned to their number will appear in the Caller ID list. When you're done looking at the list, press the **BACK** soft key to exit.

If you want to see how many Caller ID numbers are stored in your phone, go to the Caller ID list and press the **OPTION** soft key. Select CID capacity.



Calling someone from the Caller ID list

Go to the Caller ID list and select the number you want to call. Then press ***(/flash*** to dial the number.

Deleting Caller ID numbers

To delete only one Caller ID number, go to the Caller ID list and select the number you want to delete. Press the **OPTION** soft key, and select Delete Entry. When the phone asks you to confirm, select Yes.

To delete all the Caller ID numbers, go to the Caller ID list and press the **OPTION** soft key. Select Delete All. When the phone asks you to confirm, select Yes.

When you delete a Caller ID number, you delete it permanently.

Answering Machine

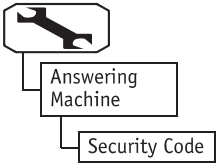
The phone has a built-in answering machine that answers and records incoming calls. You can also use your answering machine to record a conversation, leave a voice memo message, or announce a special outgoing message to callers when you're away from your phone.

Features

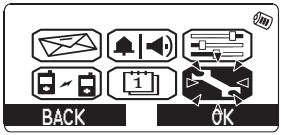
- Digital Tapeless Recording
- Up-to 25-30 minutes of Recording Time
- Call Screening
- Personal or prerecorded Outgoing Messages
- Voice Prompts
- Time and Day Announcement
- Remote Message Retrieval
- Toll Saver
- Conversation Recording
- Voice Memo
- Message Alert On/Off
- Retrieve Messages using Handset

Setting Up the Answering Machine

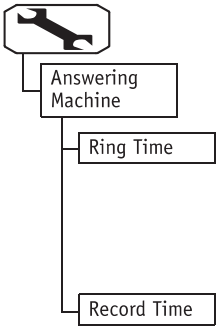
To access the answering machine settings, go to the Setup Menu and select Answer Machine.



Security Code



If you want to call in and get your messages when you're away from, you'll have to set a security code. Go to Answer Machine and select Security Code . use the keypad to enter a two-digit number (00-99), and press the **OK** soft key when you're done. A confirmation tone tells you the security code has been saved.



Ring Time

You can set the number of times the phone will ring before the machine answers the call. Go to **Answer Machine** and select **Ring Time**. Then select the number of times you want the phone to ring; choose from 4, 6, or 9 times. The Toll Saver feature makes the answering machine answer after 6 rings if you have new messages and after 9 rings if you don't. If you call long distance to check your messages, Toll Saver lets you hang up after **7** rings and not get charged for the call.

Record Time

You can set how long a caller has to leave a message before the answering machine hangs up. Go to **Answer Machine** and select **Record Time**. Then select the maximum length of messages; choose from 1 minute or 4 minutes. The Announce Only feature makes the answering machine answer call but it won't let callers leave a message. When the Announce Only feature is on, and the message counter will read A.

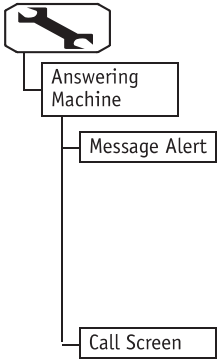
Message Alert

if you want the answering machine to beep every 15 seconds whenever you have unheard messages, turn on the message alert tone. Go to **Answer Machine** and select **Message Alert**. Select **On**. A confirmation tone tells you the setting has been saved.

The message alert turns off automatically after you listen to all your new messages. You can also turn off the message alert by pressing any key on the base.

Call Screen

If you want to be able to listen to the caller's message before you answer, turn on the call screen feature. Go to **Answer Machine** and select **Call Screen**. Select **On** to turn on call screening.



note

- To finish the setting, press ***end***.
- You will hear a beeping tone while you set greetings and play massage from the handset.

Setting Your Outgoing Greeting

You answering machine comes with a prerecorded greeting: "Hello. No one is available to take your call. Please leave a message after the tone." You can use this greeting, or you can record your own.

Recording a greeting

To record your own greeting, make sure the phone is in standby mode. Press the **MSG** soft key on the handset. When the answering machine start its voice prompts, press ***8***. After the answering machine says, "Record greeting," you can start recording. When you're finished, press ***8*** again. The answering machine will play back your greeting so you can hear it. Press **end** to exit.

Choosing a greeting

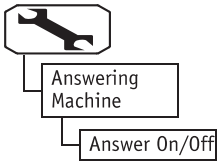
To choose between the two greetings, first make sure the phone is in standby mode. Press the **MSG** soft key on the handset. When the answering machine starts its voice prompts, press ***6*** to hear which greeting is currently being used. If you want to use the other greeting, press ***6*** again while the greeting is playing. (Pressing ***6*** switches between the two greetings.)

If you want to delete your greeting, press **6** to play your greeting, and then press **Ø/4**. (You can't delete the prerecorded greeting.)

Using the Answering Machine

Turning On the Answering Machine

To turn your answering machine on and off, go to Answer Machine, and select Answer On/Off. Choose On to turn the answering machine on or Off to turn it off.



Reviewing Messages

When you have a new message, the new message LED on both the handset and the base blink. The LEDs stop blinking when you've listened to all your new messages. The answering machine plays your new messages first. After you play all your new messages, you can then play your old messages. Old messages will be played in the order in which they were received.

note

- You can't delete unheard messages. If you try to delete messages before listening to them, the answering machine will beep and say "Please playback all messages."
- If you press ⏮ during the first two seconds (or press ⏮***/1*** during the first 4 seconds) of a message, the answering machine goes back to the previous message.

You can review your messages from the base or from the handset:

	From the base	From the handset
Playing your messages	Press ▷/□ .The answering machine tells you how many new and old messages you have. It announces the message number, plays the message, then announces the time and date that message was received.	Press the **MSG** soft key.The display tells you how many new and old messages you have. Press ▷***/2*** to play your messages. After playing the message, the answering machine announces the time and date that message was received.
Repeating a message	Press ⏮ once to repeat to the beginning of the current message. Press ⏮ repeatedly to go back to a previous message.Press and hold ⏮ to rewind through the current message.	Press ⏮***/1*** once to repeat to the beginning of the current message.Press ⏮***/1*** repeatedly to go back to a previous message.
Skipping a message	Press ⏭ to go to the beginning of the next message. Press and hold ⏭ to fast forward through the current message.	Press ⏭***/3*** to go to the beginning of the next message. Press and hold ⏭***/3*** to fast forward through the current message.
Delete a message	While a message is playing, press ∅ to delete it. The message is permanently deleted.	While a message is playing, press ∅***/4*** to delete it. The message is permanently deleted.
Delete all messages	While the phone is in standby, press ∅ to delete all messages. When the answering machine asks you to confirm, press delete again. All messages are permanently deleted.	-
Stop reviewing messages	Press ▷/□ to stop the message playback and return to standby.	Press □***/5*** to stop the message playback. Press ***end*** to exit the message system and return to standby.

Recording a phone conversation

You can record a phone conversation with your handset. The conversation has to last more than two seconds and less than ten minutes. During a conversation, press the center of the joystick. Select **Call Record** and press the **OK** soft key. The handset sounds a confirmation tone that can be heard by both parties and displays **Call Recording**. When you want to stop recording, press the center of the joystick and select Call Record again.

Screening Calls

You can always screen calls from the base: just let the answering machine answer the call and listen to the caller leave a message. Answer the phone with the handset if you want to talk to the caller.

If you turn on the call screen feature (see page 60), you can also screen calls from the handset. Let the answering machine answer the call, then press the **SCREEN** soft key. If you want to talk to the caller, just press ***(/flash***, and the answering machine will stop recording.

- Only one handset can screen calls at a time. If another handset is screening the call, you'll just hear a beep when you try to screen the call, too.
- If the recording memory is full, **Unavailable** appears in the display. You can not record a conversation until you clear some messages from the memory.
- You can not record intercom conversations.

- The system will only playback messages for four minutes and then it returns to the command waiting mode.
- To continue playing your messages, press **#** then 2 again within 15 seconds.
- If you enter an incorrect security code three times, you will hear a beep and the system will return to standby.
- For your convenience, a remote operation card is provided for you to use while away from home (refer to page **88**).

Remote Operation

You can check, play, or delete messages when you are away from home. You can also record, select, or delete your own greeting message. To access your answering machine remotely, you need a touch tone telephone and a two-digit security code (see Setting a Security Code on page 58).

1) Call your telephone number and wait for the system to answer. If Toll Saver is enabled, answering machine will answer in **6** rings if you have new messages and **9** rings if you don't. If the answering machine is off, it will answer after about **15** rings and sound a series of beeps.
2) During the greeting message (or a series of beeps when the answering machine is off), press **#** and enter your security code within two seconds.
3) The answering machine announces the current time and the number of messages stored in memory. You hear "To play incoming messages, press pound-two. For help, press pound-zero." Then, you'll hear a beep.

   Pressing pound is the same as pressing the hash (#) button.

4) Enter a command from the following chart within 15 seconds. After the first command, you have two seconds to enter each command.

Command	Function	Command	Function
# then ***1***	Repeat a Message*	# then ***6***	answering machine On
# then ***2***	Play incoming Messages	# then ***7***	Memo Record/Stop**
# then ***3***	Skip a Message	# then ***8***	Greeting Message Record/ Stop**
# then ***4***	Delete a Message	# then ***9***	answering machine Off
# then ***5***	Stop Operation	# then ***0***	Help

* For the Repeat a Message function, press # then ***1*** within about 2 seconds to repeat the previous message, or press # then ***1*** after about 2 seconds to repeat the current message.

** The first time you enter the Memo Record or the Greeting Message Record command, the answering machine will start recording. Enter the same command again to stop recording.

5) After the command has finished, you hear intermittent beeps indicating that the system is in the command waiting mode. You can enter another command from the chart, or you can hang up to exit the system.

6) When you hang up, the answering machine automatically returns to standby.

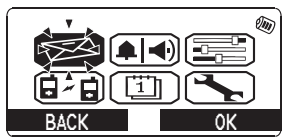
note

- Text messaging can only be performed between compatible handsets (WDECT2385 or WDECT2380 models only).

Multi-Handset Features

The features in this section require a minimum of two handsets to operate. To add additional handsets to your system, see "Expanding Your Phone" on page 9.

Text Message



You can chat with another handset using text messages and still be able to receive calls. You can use one of 10 preset messages or write a new message. You can also save 10 custom messages of your own.
To enter text message option, press the **MENU** soft key, and then select Text Message icon.

Sending a New Message

To send a brand new message, go to New Message Enter your message, and press the center of the joystick when you're done. Select the handset you want to send the message to; the display will show Done when the message has been sent.

Sending a Preset Message

To send a preset message, go to **New Message**, and press the **PresetMSG** soft key. Select **Preset Message**. Select the message you want to send from the following list:

1. Are you free?
2. What's up?
3. I need your help.
4. What's for lunch?
5. What's for dinner?
6. Are you ready for a break?
7. Happy Birthday!!!
8. Happy Anniversary!
9. Love You!!!
10. See you later alligator!

Then, select the handset you want to send the message to; the display will show Done when the message has been sent.

Using Saved Custom Messages

You can save up to 10 custom messages for later use; each message is saved to one of the number keys (***0-9***). To create a custom message, go to **Edit Custom Msg**, and select the number key where you want to store this message. (If you want to edit an existing message, select the number of the existing message.) Enter your message (up to 32 characters, including spaces), and press the center of the joystick when you're done. Once your custom message is saved, you can send it any time you want.

To send your custom message, go New Message, and press the **PresetMSG** soft key. Select Custom Message. Select the number of the message you want to send. Then, select the handset you want to send the message to; the display will show Done when the message has been sent.

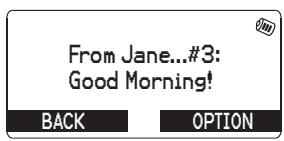
Using the Inbox and Outbox

Your phone stores the last 10 received messages in the Inbox and the last 5 sent messages in the Outbox. Unread messages have an asterisk (*) next to them. In both the Inbox and the Outbox, you can read old messages or delete them. In the Inbox, you can also reply to messages or forward them.

Reading Messages

Go to Inbox or Outbox. Your phone will list the stored messages by showing the other handset's banner name. (The display will read No Messages if the box is empty.) Select the message you want read. You can use the joystick to scroll through long messages.

Once you have the message on the screen, Press the **OPTION** soft key to delete it, forward it, or reply to it:



Delete current message
Select Delete Message . The phone will ask you to confirm; select Yes, and the message is deleted.

Delete all messages
Select Delete All Msg . The phone will ask you to confirm; select Yes and the message is deleted.

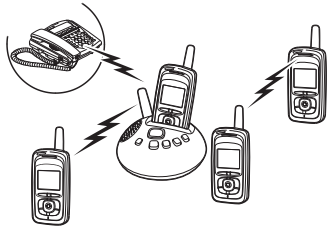
Reply to a message
Select Reply Message. Enter the reply message you want to send; press the center of the joystick when you're finished. The display will show Done when the message has been sent.

Forward a message
Select Forward Message Select the handset you want to forward the message to. The display will show Done when the message has been sent.

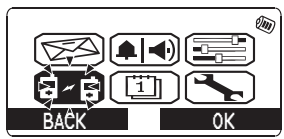
note

- If the party is out of range, No Signal appears in the display, and the operation will be canceled.
- While a pair of handsets are in DirectLink Monitor mode, they cannot be used to make or receive calls. Other handsets can still make and receive calls.

Using DirectLink Mode



In DirectLink Mode, a pair of handsets can function as two-way radios. You can have up to two pairs of handsets in DirectLink Mode at a time. DirectLink Mode does not interfere with the main base's ability to make or receive telephone calls. You must set both handsets to DirectLink Mode to make a directlink call.



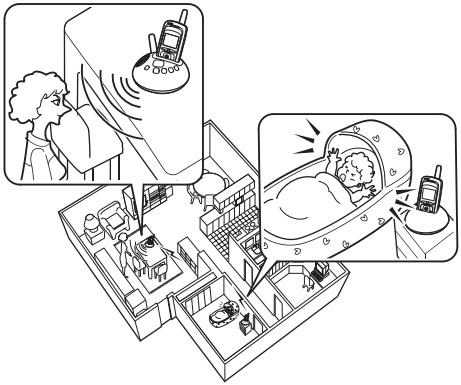
Press the **MENU** soft key, and select the Link Handsets option, then select Direct Link. When the phone displays Direct Link by pressing centre/select knob , press the centre of the joystick. The phone displays In Direct Link.

To make a DirectLink call, press the ***DirectLink*** soft key and select the handset you want to call. To cancel the call, press the **CANCEL** soft key. To answer a DirectLink call, press ***(/flash*** or **ANSWER** soft key. Press **)** when you want to hang up.

To exit DirectLink mode and be able to receive normal phone calls again, press the **cancel** soft key, and then press **OK** soft key.

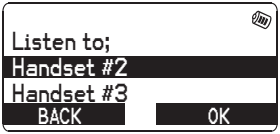
Room/Baby Monitor

This feature allows you to monitor sounds in another room. Place a handset in the room you wish to monitor; it will function as a microphone. A second handset can be used as a remote speaker, allowing you to monitor sounds in the room.



Using Room/Baby Monitor

Press the **MENU** soft key, and select the Link Handsets option, then select Room Monitor. When the phone displays Listen to , select the handset you want to monitor. Press) when you want to stop monitoring.



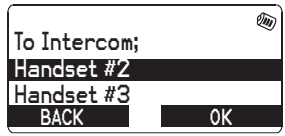
note

- This feature only works when both handsets are within the range of the base.
- If the party is out of range, No Signal appears in the display, and the operation will be unavailable.
- While a pair of handsets are in Room/Baby Monitor mode, they cannot be used to make or receive calls. Other handsets can still make and receive calls.

note

- If you receive an outside/intercom call or page while selecting the other handset, the operation is canceled.
- If the party does not answer within one minute, the operation is canceled.
- During an intercom call, if you receive a call, you will hear a ringer tone from the ear speaker.

Intercom



You can use the intercom to talk to another handset without using the phone line. While the phone is in standby mode, press ***hold/x'fr/ int'com***. Select the handset you want to page. If you select `All`, all other handsets will be paged.
If the handset you're trying to page is busy, the phone displays System busy. If the handset you're trying to page is out of range, the phone displays `Unavailable`. The page is canceled.

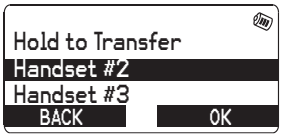
Answering an intercom page

When the handset receives an intercom page, it sounds a tone and shows the ID of the handset that is paging. Pick up the handset and press ***(/flash*** or the **ANSWER** soft key to answer the page.

To hang up an intercom page, press **)** on either handset or return the handset to the cradle.

Transferring a Call

You can transfer a call from one handset to another. During a call, press ***hold/x'fr/int'com***; this will put the call on hold. Select the handset you want to page. If you select `All`, all other handsets will be paged. To cancel the page and go back to the caller, press ***(/flash***.



Answering a transfer page

When the handset receives a transfer page, it sounds a tone and shows the ID of the handset that is paging. Pick up the handset and press ***(/flash*** to answer the page. If you want to accept the transfer and talk to the outside caller, press ***(/flash***.

note

- If all handsets are paged, only the first party to answer the page will connect.
- If you do not select a handset within ten seconds, the operation will be canceled.

Note on Power Sources

Power Failure

During the period that the power is off you will not be able to make or receive calls with the telephone.

Battery replacement and handling

When the operating time becomes short, even after the battery is recharged, please replace the battery. With normal usage, your battery should last about one year.

Warning

To avoid the risk of personal injury or property damage from fire or electrical shock, use only Uniden AAD 255 adapters and Uniden BT-0001 battery back with your phone.

Caution

- Use only the specified Uniden battery pack (BT0001).
- Do not remove the batteries from the handset to charge them.
- Never throw the battery into a fire, disassemble them, or heat them.
- Do not remove or damage the battery casing.

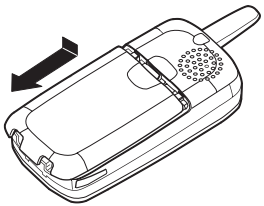
Installing a Replacement Battery

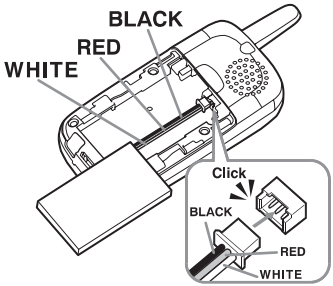
Follow the steps below if you need to replace a battery.

1) Press down on the handset battery case cover (use the finger indention for a better grip) and slide the cover downward to remove.

2) Remove the existing battery and unplug the connector from the jack.

3) Plug the battery connector (red, white & black wires) into the jack inside the battery compartment. (The connector notches fit into the grooves of the jack only one way). Match the wire colors to the polarity label in the battery compartment, connect the battery and listen for a click to insure connection.





note

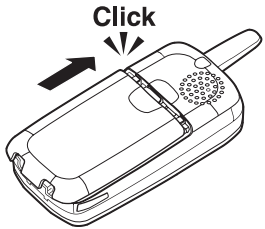
- **Use only the Uniden BT-0001 rechargeable battery pack supplied with your cordless telephone.**
- If you try to use the phone when the battery case cover is open, you will hear beep and see **Please close the battery cover** on the display. Close the battery cover tightly.

note

- Even when the battery pack is not being used, it will gradually discharge over a long period of time.
- For optimum performance, be sure to return the handset to the cradle after each telephone call.
- If the handset is left off of the base, the actual Talk mode duration will be reduced respective to the amount of time the handset is off the cradle.

4) Make sure you have a good connection by gently pulling on the battery wires. If the connection is secure, the battery jack will remain in place.

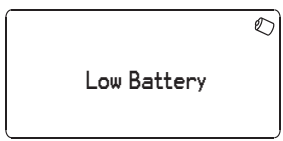
5) Place the battery case cover back on the handset and slide it upwards until it clicks into place.



Low battery alert

When the battery pack is very low, the phone is programmed to eliminate functions in order to save power.

The battery pack needs to be charged when:
- The empty battery icon appears.
- **Low Battery** appears in the display.

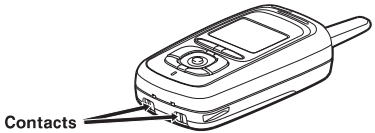


If the phone is in standby mode, none of keys will operate. If you are on a call, complete your conversation as quickly as possible, and return the handset to the cradle.

Cleaning the battery charging contacts

To maintain a good charge, clean the charging contacts on the handset once a month. Dampen a cloth with plain water. Gently rub the damp cloth over the charging contacts until all visible dirt is removed. Dry the contacts thoroughly before returning the handset to the cradle.

Caution: Do not use paint thinner, benzene, alcohol, or other chemical products. Doing so may discolor the surface of the telephone and damage the finish.



General Information

AC Adapter Information

AC Adapter part number: AAD 255
Input Voltage: 240V AC 50Hz
Output Voltage: 9V DC 400mA

Battery Information

Battery part number: BT-0001
Capacity: 650mAh, 3.7V

Specifications, features, and availability of optional accessories are all subject to change without prior notice.

Troubleshooting

If your phone is not performing to your expectations, please try these simple steps first. If these steps do not solve your problem, please visit our website for more information. www.uniden.com.au or www.uniden.co.nz

Symptom	Suggestion
The **charge** LED won't illuminate when the handset is placed in the cradle.	• Make sure the AC adapter is plugged into the base or the charger (if you have more than one handset) and wall outlet. • Make sure the handset is properly seated in the cradle. • Make sure the charging contacts on the handset are clean.
The audio sounds weak.	• Move the handset and/or base away from metal objects or appliances and try again. • Make sure that you are not too far from the base.
Can't make or receive calls.	• Make sure that you are not too far from the base. • Make sure the line is not in use. If an out call is already using a line, you cannot use that line to make another outside call. • Check both ends of the base telephone line cord. • Make sure the AC adapter is plugged into the base and wall outlet. • Disconnect the AC adapter for a few minutes, and then reconnect it. • Change the Digital Security Code (see page 13).

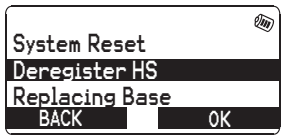
Symptom	Suggestion
The handset doesn't ring or receive a page.	• Make sure that you are not too far from the base. • Charge the batteries in the handset for 15-20 hours by placing the handset on the base or charging cradle. • Change the Digital Security Code (see page 13).
Severe noise interference.	• Keep the handset away from microwave ovens, computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances. • Move to another location or turn off the source of interference.
The Caller ID does not display.	• The call was placed through a switchboard. • Call your local telephone company to verify your Caller ID service is current. There may be a problem with your Caller ID service.
You cannot register the handset at the base.	• Charge the battery pack for 15-20 hours. • Change the Digital Security Code (see page 13).
The handset doesn't communicate with other handsets.	• Change the Digital Security Code (see page 13). • Make sure that you have registered all handsets.
An extra handset can't join the conversation.	• Make sure there are not 2 handsets already using the conference feature. • Make sure that another handset is not in privacy mode.
Room Monitor feature does not work.	• Make sure to place the handset(s) within the range of the base.

Symptom	Suggestion
The answering machine does not work.	•Make sure the base unit is plugged in. •Make sure that the answering machine is turned on. •Make sure that the message record time is not set to Announce only (see page 59).
Messages are incomplete.	•The incoming messages may be too long. Remind callers to leave a brief message. •The memory maybe full. Delete some or all of the saved message.
No sound on the base unit or handset speaker during call monitoring or message playback.	•Adjust the speaker volume on the base unit or handset. •Make sure the call screen feature is set to on.
Cannot access remote call-in features from another touchtone phone.	•Make sure you are using the correct PIN number. •Make sure that the touch-tone phone you're using can transmit the tone for at least two seconds. If it cannot, you may have to use another phone to access your phone.
Time stamp cannot be heard.	•Make sure you have set the time (see "Setting Day and Time" on page 24).

System Reset

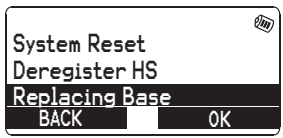
De-register the Handset

1) Press and hold) and # for more than 5 seconds. Select Deregister HS .
2) Select the handset ID to be de-registered from the list. The phone will ask you to confirm the deregistration. Select Yes.

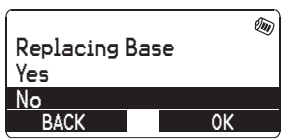


Replacing the Base Setting

1) Press and hold ***end*** and # for more than 5 seconds. Select Replacing Base . Replacing Base appears.
2) Select Yes .
3) You will hear a confirmation tone. The base information will be deleted.



When the base information is deleted, the handset displays **Models vary! Charge handset on the base for registration or refer to Owner's Manual.**
Re-register the handset to the base (see page 11).



Liquid Damage

Moisture and liquid can damage your cordless phone. Follow the steps below if your phone gets wet:

Case	Action
If the handset or base is exposed to moisture or liquid, but only the exterior plastic housing is affected.	Wipe off the liquid, and use as normal.
If moisture or liquid has entered the plastic-housing (i.e. liquid can be heard in the phone or liquid has entered the handset battery compartment or vent openings on the base).	**Handset:** 1) Remove the battery cover and leave it off for ventilation. 2) Disconnect the battery pack. Leave the battery cover off and the battery pack disconnected for at least 3 days. 3) Once the handset is completely dry, reconnect the battery pack and the battery cover. 4) Recharge the handset's battery pack for 20 hours before using. **Base:** 1) Disconnect the AC adapter from the base, cutting off electrical power. 2) Disconnect the telephone cord from the base. 3) Let dry for at least 3 days. **IMPORTANT:** You must **unplug the telephone line while recharging the battery packs** to avoid charge interruption. **CAUTION:** DO NOT use a microwave oven to speed up the drying process. This will cause permanent damage to the handset, base and the microwave oven. After following these steps, if your cordless telephone does not work, please visit our website for more information. www.uniden.com.au or www.uniden.co.nz

Precautions!

Before you read anything else, please observe the following:

Warning!
Uniden DOES NOT represent this unit to be waterproof. To reduce the risk of fire, electrical shock, or damage to the unit, DO NOT expose this unit to rain or moisture.

Rechargeable Lithium Ion Battery Warning

- This equipment contains a rechargeable Lithium Ion battery.
- The rechargeable Lithium Ion battery contained in this equipment may explode if disposed of in a fire.
- Do not short-circuit the battery.
- Do not charge the rechargeable Lithium Ion battery used in this equipment in any charger other than the one designed to charge this battery as specified in the owner's manual. Using another charger may damage the battery or cause the battery to explode.

Rechargeable Lithium Ion Batteries Must Be Recycled or Disposed of Properly

The exclamation point within an equilateral ⚠ is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

Uniden works to reduce lead content in our PVC coated cords in our products and accessories.

Warning!
The cords on this product and/or accessories contain lead, a chemical known to the State of California to cause birth defects or other reproductive harm. ***Wash hands after handling***.

Important Safety Instructions

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink or laundry tub, in a wet basement or near a swimming pool.
2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
3. Do not use the telephone to report a gas leak in the vicinity of the leak.
4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible battery disposal instructions.
5. Do not disassemble any component of this product.

SAVE THESE INSTRUCTIONS

CAUTION
Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions. Do not open or mutilate the battery, and disconnect the battery before shipping this product.

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Remote Operation Card

CUT

REMOTE OPERATION CARD

Uniden®

Remote access away from home

1. Call your phone number from a touch-tone phone.
2. During the outgoing message, press # and enter your PIN code. The answering system announces the number of messages stored in memory and the voice prompts.
3. To quit, hang up the phone.

Turn on the answering system remotely

1. Call your phone and let it ring 10 times until you hear a beep.
2. Press # and then enter your PIN code.
3. Press # then 5 to stop the announcement.
4. Press # then 6 to turn the answering system on.

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CUT

Task	Key
Repeat a Message	# 1
Playing incoming Messages	# 2abc
Skipping a Message	# 3def
Deleting a Message	# 4ghi
Stop Operation	# 5jkl
Answering System On	# 6mno
Memo Record/Stop	# 7pqrs
Greeting Message Record/Stop	# 8tuv
Answer System Off	# 9wxyz
Help Guidance	# 0oper

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Memo Record/Stop	# 7pqrs
Greeting Message Record/Stop	# 8tuv
Answer System Off	# 9wxyz
Help Guidance	# 0oper

WARRANTY

One Year Limited Warranty
Important: Evidence of original purchase is required for warranty service.
Warrantor: Uniden Australia Pty Limited A.B.N. 58 001 865 498
Uniden New Zealand Limited

ELEMENT OF WARRANTY: Uniden warrants to the original retail owner for the duration of this warranty, its WDECT2385 (herein after referred to as the Product), to be free from defects in materials and craftsmanship with only the limitations or exclusions set out below. Warranty is only valid in the original country of purchase.

WARRANTY DURATION: This warranty to the original retail owner only, shall terminate and be of no further effect 12 months after the date of original retail sale. This warranty will be deemed invalid if the product is;

(A) Damaged or not maintained as reasonable and necessary,
(B) Modified, altered or used as part of any conversion kits, subassemblies, or any configurations not sold by Uniden,
(C) Improperly installed,
(D) Repaired by someone other than an authorized Uniden Repair Agent for a defect or malfunction covered by this warranty,
(E) Used in conjunction with any equipment or parts or as part of a system not manufactured by Uniden.

PARTS COVERED: This warranty covers for one (1) year, the Base Unit and Handset only. All accessories (AC Adapter etc)are covered for 90 days only.

STATEMENT OF REMEDY: In the event that the product does not conform to this warranty at any time while this warranty is in effect, the warrantor at its discretion, will repair the defect or replace the product and return it to you without charge for parts or service. THIS WARRANTY DOES NOT COVER OR PROVIDE FOR THE REIMBURSEMENT OR PAYMENT OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. THIS GUARANTEE IS IN ADDITION TO AND DOES NOT IN ANY WAY AFFECT YOUR RIGHTS UNDER THE CONSUMER GUARANTEE ACT.

PROCEDURE FOR OBTAINING PERFORMANCE OR WARRANTY: In the event that the product does not conform to this warranty, the Product should be shipped or delivered, freight pre-paid, with evidence of original purchase (eg. a copy of the sales docket), to the warrantor at:

UNIDEN AUSTRALIA PTY LIMITED SERVICE DIVISION
345 Princes Highway, Rockdale NSW 2216
Fx (02) 9599 3278
www.uniden.com.au

UNIDEN NEW ZEALAND LIMITED SERVICE DIVISION
150 Harris Road, East Tamaki, Auckland
Fx (09) 274 4253
www.uniden.co.nz

Customers in other States should ship or deliver the Product freight pre-paid to their nearest Uniden Authorized Repair Centre (Contact Uniden for the nearest Warranty Agent to you).

THANK YOU FOR BUYING A UNIDEN PRODUCT.

A World Without Wires | Uniden®

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